WARHAMMER

A DARK CONSPIRACY
30th Anniversary

A Global Campaign for Warhammer Fantasy 6th Edition

Summer Campaign 2026

A fan-made supplement made by Karak Norn Wargaming Club

Based on the original campaign of 1997 written by Jervis Johnson

Phase	Version	Date
Call to arms	0.2	2026.04.30

Introduction

Welcome to A Dark Conspiracy: 30th Anniversary Edition. This supplement has been written to allow players to participate in our worldwide Warhammer summer campaign. In these pages, you will find a collection of background related to the insidious plan of the Lizardmen, a series of "lost" semi-official rules updated for Warhammer 6th Edition, and two scenarios designed to chart your army's adventures through the lush, perilous jungles of Lustria.

The seeds of this conflict were sown in 1848 (Imperial Calendar) when the ill-fated expedition of the Duc d'Lorrain looted the pyramid city of Huatl. Now, nearly 30 years since the story was first chronicled by Jervis Johnson, the planets have moved into a rare conjunction, flooding the world with magical energy and allowing Lord Mazdamundi to move his agents across the world to reclaim what was taken.

In addition to the narrative, we have included rules to run your own local campaigns should you be unable to visit us in Zürich. You can participate by submitting your battle results via our online form or through our contact email at karak.norn .wargaming@gmail.com. We highly recommend using the NewRecruit tool, which we have specially configured to include all available rules, including the Amazon Mercenary list and the ability for all factions to wield stolen Lizardman artifacts.

Finally, we have gathered our collective wisdom on playing campaigns to expand upon the advice found in the Warhammer rulebook. We hope you enjoy playing A Dark Conspiracy and help us determine the fate of the world during this historic 30th-anniversary cycle.

Zambula

The Great Plan Awakens..... 3
I. The Folly of Huatl (1848 I.C.)..... 3
II. The Great Scattering..... 3
III. The Time of Destruction..... 3
IV. The Shadow War Begins..... 3
V. The Two Fronts: Agents of the Slann vs. Defenders of the Relics..... 3
VI. The Fog of War: Internal Conflicts..... 4
Prologue: The folly of Duc d'Lorrain..... 5
SCENARIO I - The Looting of Huatl..... 5
SCENARIO II - Escape from Huatl..... 6
Special Campaign Rules..... 7
Stolen Relics..... 7
The Amazonian Contingent..... 7
For hire..... 7
Amazon Mercenary Army..... 8
Path to Victory: Reporting results..... 9
The Global Front: From Zürich to the World..... 9
Phases of the Campaign..... 9
Engagement Parameters..... 9
The Global Scoreboard: How To Contribute..... 9
Building an army list: a NewRecruit Guide..... 10
How to configure NewRecruit..... 10
F.A.Q..... 11

Originally written by Jervis Johnson
Originally published in WD#205-208 UK
Originally published in Jan. 1997
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With special thanks to the "*Huatl Dozen*": The 12 veterans who participate in the internal testing tournament, whose tactical resolution forged these rules

Leal Disclaimer: This is an unofficial fan-made campaign supplement. This project is strictly non-monetizable and serves as a tribute to the original campaign written by Jervis Johnson in 1997. Warhammer, Citadel, and all associated names, races, locations, and characters are trademarks of Games Workshop Ltd. This document is intended for personal use and the preservation of classic wargaming history.

A Dark conspiracy website: https://karaknornwargaming.blogspot.com/p/a-dark-conspiracy.html

The Great Plan Awakens

Lord Mazdamundi of Hexoatl has ended his contemplation, stirring for the first time in over a century. He has turned his gaze from the universal trances of the Old Ones to witness the alignment of the planets, signaling that the "Time of Destruction" is at hand. Across the world, the stolen artifacts of Huatl—the sacred plaques and golden glyphs that maintain the stability of the world's axis: remain hidden within the vaults of the younger races.

This campaign is not merely a contest of arms but a desperate struggle to restore the sacred balance of the world. As the winds of magic wax strong, the Slann demand the return of the Sacred Plaques and the forbidden knowledge they contain. Whether fighting in the heart of **Zürich** or reporting results from a distant front, your tactical resolutions will decide the protagonist of the coming confrontation.

I. The Folly of Huatl (1848 I.C.)

In the Imperial year 1847, King Jean of Bretonnia financed a massive expedition to the shores of Lustria. Command fell to the Duc d'Lorrain, a warrior of immense courage but limited tactical foresight. His fleet, consisting of six men-o-war and five hundred knights, weathered sea monsters and High Elf patrols to reach the Lustrian coast three months later.

Landfall was made near the ruined pyramid city of Huatl. Forgoing reconnaissance, the Duc's army plunged into the jungle to loot the ancient monuments. They gathered dozens of golden glyph plates and sacred plaques inscribed with the transcribed wisdom of the Old Ones. As night fell, the Lizardmen launched a devastating ambush. The resulting massacre left the Bretonnian forces broken; the Duc perished a mere hundred yards from his beached longboats in a final stand that bought the survivors enough time to escape.

II. The Great Scattering

The retreat from Huatl was a chronicle of betrayal. Without the Duc's leadership, the fabulous treasures proved a fatal temptation. The fleet mutinied during the return voyage, and the ships scattered to ports throughout the Old World, from the docks of Marienburg to the coast of Bretonnia.

For seven hundred years, these artifacts—precious records of the "Great Plan"—remained widely dispersed. Some were melted down for their gold, others were secured in wizard vaults, and many became forgotten curiosities in the private collections of the younger races, their true purpose unknown to their owners.

III. The Time of Destruction

The planets have entered a rare alignment that occurs only once in ten thousand years. This conjunction is suffusing the world with raw magical energy, fanning the winds of magic into a virtual hurricane at the northern pole. This vortex threatens to widen the ancient, wounded gateway left by the Old Ones to two or three times its current size, potentially allowing the Realm of Chaos to swallow the Warhammer World.

Lord Mazdamundi has realized that the specific instructions to stabilize the world's axis and contain this energy are inscribed on the very plaques stolen from Huatl. He has decreed that these artifacts must be recovered and returned to Lustria at any cost.

IV. The Shadow War Begins

The Slann Mage-Priests are now utilizing the intense magical power flowing through the world's ley lines to move their agents and small contingents of troops to any location in the Old World.

Clandestine Retrieval: Lizardman agents are following rumors and leads to locate the lost plaques, utilizing bribery, theft, or force where necessary.

The Amazons: Where direct Lizardman intervention is impossible, the Slann have turned to mercenary bands. The fierce Amazon warriors have emerged as the primary agents of the Slann, their jungle expertise making them the perfect reclaimers of the stolen relics.

The Stolen Relics: As the artifacts are unearthed, the younger races have begun to tap into their power. For this campaign, any army may utilize Lizardmen magic items as their heroes discover the arcane secrets required to unleash the power behind these ancient weapons.

The crusade for the plaques is now in full swing, as the Lizardmen race against time to enact the Old Ones' instructions before the northern gate collapses entirely.

V. The Two Fronts: Agents of the Slann vs. Defenders of the Relics

Every engagement in this campaign contributes to a global archive that tracks the shifting momentum of the Great Plan. For the purpose of tactical resolution, all participants are categorized into one of the following two camps:

1. **Agents of the Slann:** These forces act as the "reclaimers." Whether driven by cold-blooded calculation, ancient pacts, or mercenary greed, their objective is the absolute recovery of every sacred plaque for the Temple Cities.
    - ➢ *Lizardmen,*
    - ➢ *Chaos Dwarfs,*
    - ➢ *Vampire Counts,*
    - ➢ *Dark Elves,*
    - ➢ *Dogs of War,*
    - ➢ *Forces of Chaos*
    - ➢ *Ogre Kingdoms,*
    - ➢ *Orcs and Goblins.*
2. **Defenders of the Relics:** These forces currently hold the artifacts of Huatl. Whether they view them as holy icons, academic prizes, or sources of raw power, they refuse to surrender them to the Slann's agents.
    - ➢ *Bretonnia,*
    - ➢ *High Elves,*
    - ➢ *Dwarfs,*
    - ➢ *The Empire*
    - ➢ *Kislev*
    - ➢ *Wood Elves,*
    - ➢ *Skaven* (yes, really),
    - ➢ *Tomb Kings.*

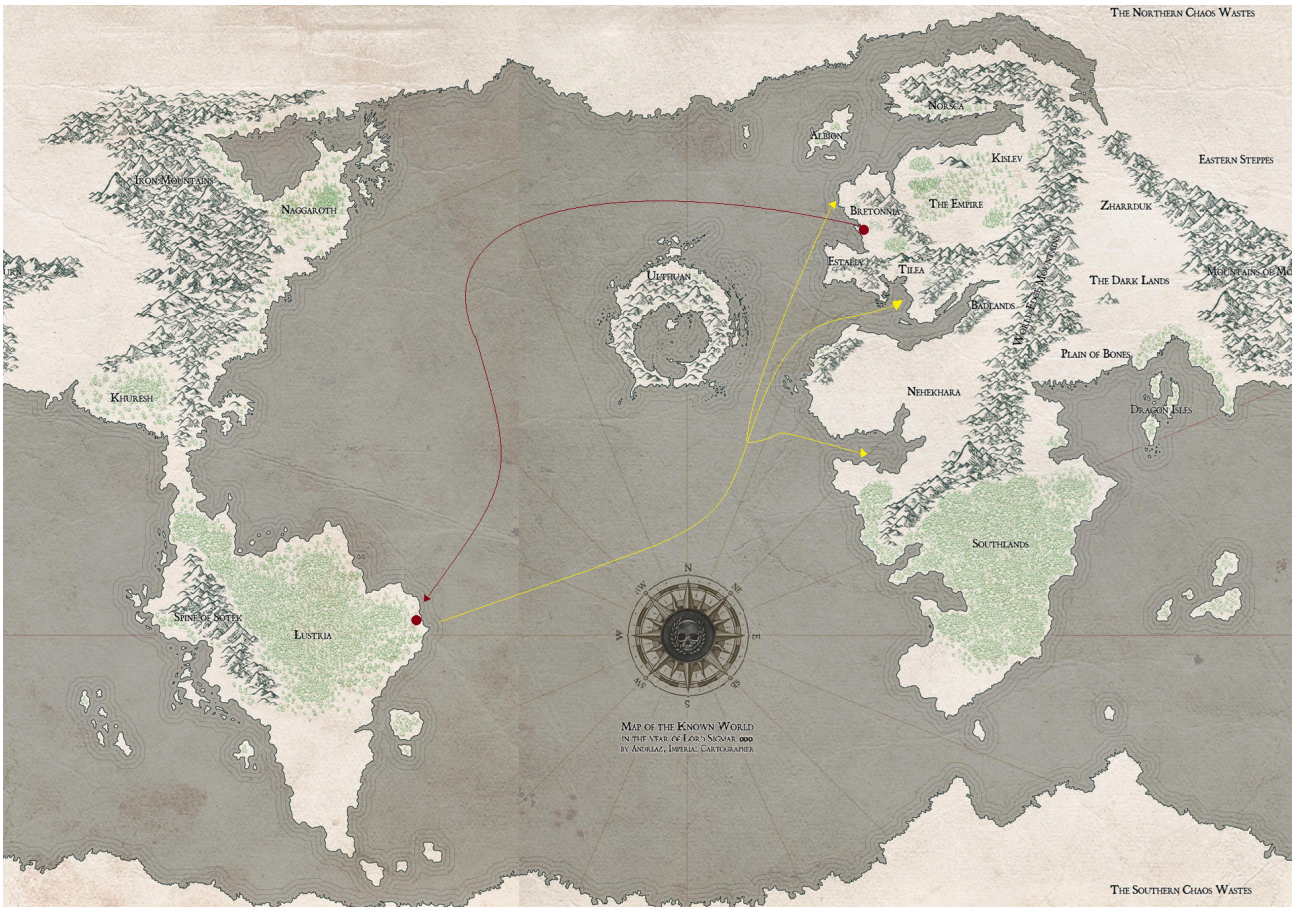
VI. The Fog of War: Internal Conflicts

The battlefield is rarely a clean division between two sides. History is driven by treason, greed, and tactical paranoia.

Intra-Front Engagements: Conflicts between members of the same front (Attacker vs. Attacker or Defender vs. Defender) **are expected and valid** for the campaign.

- **Greed & Misunderstanding:** An Empire expedition might clash with a High Elf host over the "rightful" custody of a jade statuette.
- **Treachery:** A Skaven clan might ambush a Dwarf warband to seize a plaque for their own dark ends (and for pure spite to the dwarfs).
- **Testing Mettle:** Dark Elf raiders might fall upon an Ogre mercenary contract to prove their superiority or to claim the Slann's reward for themselves.

Whether born of deep-seated grudges, diplomatic failures, or simply for the challenge of the fray, these results are critical. Every drop of blood spilled influences the magical ley lines and the final resolution of the 30th Anniversary cycle.



Prologue: The folly of Duc d'Lorrain

To set the tone for the campaign, players may play these two optional skirmish scenarios representing the original looting of Huatl.

SCENARIO I - The Looting of Huatl

The year is 1847, and the haughty Duc d'Lorrain has financed an ill-advised expedition to the Lustrian coast. His greedy forces have uncovered the ruined pyramid city of Huatl and split up to pry shimmering jade and gold artefacts from the moss-choked obelisks. Unbeknownst to them, the planets have moved into a rare conjunction, and Slann Mage-Priest Lord Mazdamundi has decreed that the warmbloods must be eradicated. As night falls over the oppressive jungle, the Lizardmen make their move to ambush the looters.

OVERVIEW

The Bretonnians are trapped in the center of the board and must secure as much looted gold as possible before fighting their way to their escape edge. The Lizardmen are attempting to use the cover of darkness and dense terrain to encircle the intruders, tarpit their cavalry, and massacre them to reclaim the sacred plaques before they can reach their ships.

ARMIES

Both armies are chosen using the Warhammer army lists to an agreed points value between 500 and 1.000 pts.

BATTLEFIELD

The game is played on a claustrophobic 4'x4' board covered in dense jungle terrain. The center of the board is dominated by a large, overgrown ruined temple-plaza where the loot is located.

DEPLOYMENT

The Bretonnians deploy first, setting up in the dead center of the board clustered tightly around four Loot Tokens scattered across the ruins. Once they are deployed, the Bretonnian player rolls a die to randomly determine the "*Escape Edge*" (in the report, this came up as the South edge). The Lizardmen then spring their ambush, deploying their forces.

WHO GOES FIRST?

The Bretonnians defenders.

LENGTH OF THE GAME

The game lasts for exactly 6 turns, or until the defender escapes off the board, concluding as the sun finally rises and a cannon shot from the waiting Bretonnian fleet signals salvation.

SPECIAL RULES

Under the Cover of Darkness (SoC): roll an Artillery dice at the start of each game turn and multiply the result by 3 to find out how far in inches troops can see through the darkness. If a Misfire is rolled, the moon is bright enough for normal visibility. Troops cannot shoot, charge, or cast spells at targets they cannot see.

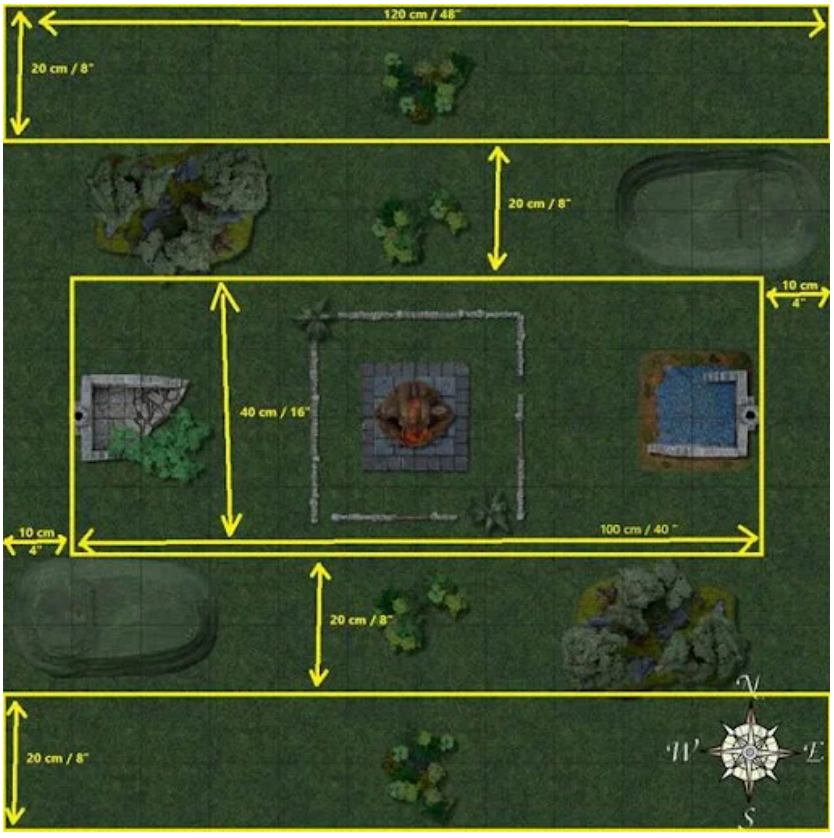
Loot Tokens: There are four Loot Tokens scattered in the central ruins. The escaping player generates 25 Victory Points for each marker he can hold every turn.

VICTORY CONDITIONS

The winner is determined by Victory Points. Points are awarded for destroying enemy units, as well as the massive horde of VPs the Bretonnians can accumulate by stubbornly holding the temples and escaping the board with the Lustrian gold.

HISTORICAL RE-FIGHT

This scenario represents the first battle of the "A Dark Conspiracy" campaign. It can easily be refought with any greedy invaders—such as an Empire expedition, Tilean Dogs of War, or Dark Elf slavers—being ambushed by defending Lizardmen deep within the Lustrian jungles.



SCENARIO II - Escape from Huatl

Having miraculously survived the nightmare at the ruined pyramid city, the battered Invaders are now fleeing through the dense jungle towards the coast where their ships await. However, the Lustrian jungle is unforgiving, and the thieves have not gone unnoticed. Anticipating their escape route, the Lizardmen have pushed ahead, melting into the dense terrain to form a deadly blockade. They launch a brutal ambush from the undergrowth, determined to stop the warmbloods from leaving Lustria with the Old Ones' treasures.

OVERVIEW

This is a classic **breakthrough scenario**. The Attackers (the fleeing Invaders) must push their surviving forces across the length of a treacherous jungle board to reach their extraction point. The Defenders (the Lizardmen) form a gauntlet in the center of the battlefield, aiming to use their superior positioning and the dense terrain to blockade, trap, and massacre the thieves before they can escape.

ARMIES

Both armies are chosen from the Warhammer army lists to an agreed points value.

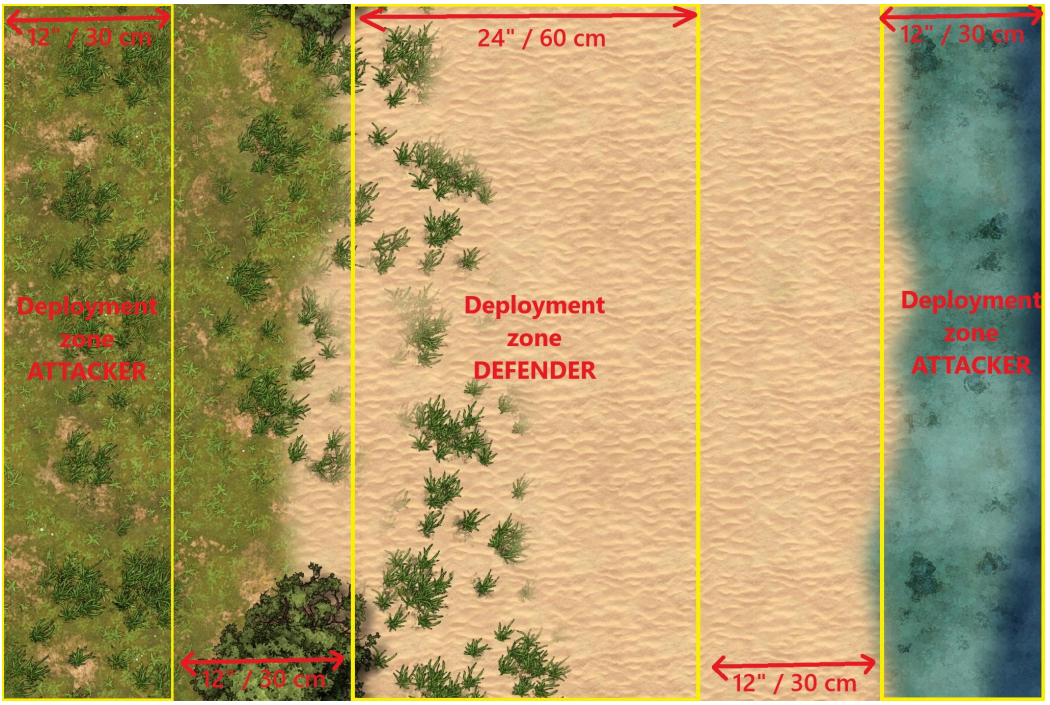
BATTLEFIELD

The game is played on a 6'x4' table near the coast. To represent the untamed wilds of Lustria, scatter plenty of trees, swamps, and rocky outcroppings across the board, making sure there are numerous paths and choke points. One of the smaller sides must be the shore of the sea.

DEPLOYMENT

The Attacker chooses one of the two smaller edges of the board (the short table edges) as their deployment zone, deploying up to 12" onto the table. Their extraction point is the opposite short edge. Up to half of the army can be deployed in the extraction zone, but these units will not provide extra VP.

The Defender deploys later, setting up their forces in the middle of the board (at least 24" away from the Attacker's deployment zone to represent them waiting in ambush).



WHO GOES FIRST?

Because they are lying in wait to spring their trap, the Defender has the first turn.

SPECIAL RULES

The Living Jungle: The native forces know how to manipulate the terrain to funnel their prey. After table sides are chosen but before deployment begins, the Defender may place one extra wood (or jungle feature) anywhere in their half of the table. If the defending army is Wood Elves in a re-fight, they may place two extra woods instead.

VICTORY CONDITIONS

Standard Victory Points are used to determine the winner, with a massive bonus for the escaping Attackers. The Attacker scores bonus Victory Points equal to the points value of each model or unit that successfully makes it off the far table edge to the extraction zone by the end of the game.

HISTORICAL RE-FIGHT

This scenario represents the desperate second stage of the "A Dark Conspiracy" campaign, where the surviving Bretonnians of the Duc d'Lorrain attempt to reach their boats. It can easily be refought as a standard Breakthrough with any expeditionary force—such as Empire, Dwarfs, or Dark Elves—trying to run a blockade against defending Lizardmen, Wood Elves, or Beastmen who have cornered them in the deep wilderness.

Special Campaign Rules

Stolen Relics

During this campaign, the scattered treasures of Huatl are up for grabs. **Characters from ANY faction may choose magic items from the Lizardmen Magic Items[1] list (e.g., the *Glyph Necklace* or *Rod of the Storm*) when building their army**.

These are the available magic items:

Magic Weapons

- Blade of Revered Tzunki (LZ-AB, p.52)
- Scimitar of the Sun Resplendent (LZ-AB, p.52)
- The Blade of Realities (LZ-AB, p.52)
- Piranha Blade (LZ-AB, p.52)
- Staff of the Lost Sun (LZ-AB, p.52)
- Burning Blade of Chotec (LZ-AB, p.52)
- Dagger of Sotek (LZ-AB, p.52)
- Sword of the Hornet (LZ-AB, p.52)

Magic Armour

- Sacred Stegadon Helm (LZ-AB, p.52)
- Shield of the Mirrored Pool (LZ-AB, p.52)
- The Maiming Shield (LZ-AB, p.52)

Talismans

- Amulet of Itzl (LZ-AB, p.52)
- Aura of Quetzl (LZ-AB, p.52)
- Glyph Necklace (LZ-AB, p.52)

Arcane Items

- Cube of Darkness (LZ-AB, p.52)
- Diadem of Power (LZ-AB, p.52)
- Rod of the Storm (LZ-AB, p.52)

Enchanted Items

- Gleaming Pendant of Chotec (LZ-AB, p.52)
- Blood Statuette of Spite (LZ-AB, p.52)
- Cloak of Feathers (LZ-AB, p.52)
- Charm of the Jaguar Warrior (LZ-AB, p.52)
- Curse-charm of Tepok (LZ-AB, p.52)
- Bane Head (LZ-AB, p.52)
- Dragonfly of Quicksilver (LZ-AB, p.52)
- Venom of the Firefly Frog (LZ-AB, p.52)

[1]Find these magic items in the Lizardmen army book, chapter *Treasures of the Lost World* (LZ-AB, p.52)

Magic Standards

- Totem of Prophecy (LZ-AB, p.52)
- Huanchi's Blessed Totem (LZ-AB, p.52)
- Sun Standard of Chotec (LZ-AB, p.52)
- Jaguar Standard (LZ-AB, p.52)

***The Curse of the Old Ones*:** The Lizardmen view the use of these sacred relics by warmbloods as the ultimate heresy. **If any non-Lizardmen character takes to the field wielding a Lizardmen magic item, every Lizardmen unit in the opposing army gains *Eternal Hatred* against that character's unit for the duration of the battle.**

The Amazonian Contingent

Deep within the tropical jungles dwell the mysterious and deadly warrior-women known as the Amazons. They are fierce fighters, clothed in flayed Skink hides and wielding high-age artifacts, and they can be hired by those willing to risk their treacherous allegiance.

For hire

We have decided to add these units as Dogs of War hirable units, but will require the permission of the opponent. While *Anakonda's Amazons* is a Regiment of Renown (limited to 1 per BattleForce), the rest of the units can be taken several times using their slots. All factions except Bretonnia can hire them. Bretonnia can use them as an allied contingent.

These are the available units to hire:

1. **Amazon Serpent Priestess** (*Hero + Rare*, by Andy Hoare, in WD#307-UK)
2. **Anakonda's Amazons** (Rare, by Andy Hoare, in WD#308-UK)
3. **Amazon (Serpent)**[2] ~~Totem~~ **Warriors** (*Special* unit, by Andy Hoare)
4. **Amazon Cold One Outriders**[3] (*Rare* unit, by Andy Hoare)

[2]Adding "Serpent" to the title is the specific designation used by Karak Norn Wargaming to differentiate this unit from the other animal-themed Amazon Totem Warriors.

[3] Renamed to Outriders, which is the standard name for light cavalry,to avoid confusions, as we think the name "Cold one Riders" evokes heavy cavalry.

Amazon Mercenary Army

To enhance the campaign's flavour, players using *Dogs of War* in the Summer Campaign may rename standard Mercenary units to their Amazonic equivalents. These are purely thematic "fluff" changes with no additional rules, and the army will be drawn from a curated, limited version of the *Dogs of War* army list. Although these rules are not completely official, they have been tested by twelve of our veterans in an internal tournament in Zürich and we think they are balanced enough as Mercenaries.

CHARACTERS

Amazon Serpent Priestess

- *Mercenary Rule*: Dogs of War (~~Hero & Rare choice~~[4]).
- *Equipment*: Claw of the Old Ones and Amulet of the Moons. She wears no armour.
- *Differences with the original unit*: if 3+ other Amazons, it may consume 2 Heroes (<2000 pts) or Lord slot (2000+ pts).
- *Source*: WD#307-UK

Amazon Serpent Acolyte

- *Mercenary Rule*: Dogs of War Hireling *wizard* (Hero).
- *Equipment*: Claw of the Old Ones and Amulet of the Moons. She wears no armour.
- *Differences with the original unit*: She can use the Lore of the Serpent.

1 The Relic-Keeper (*MANDATORY*)

- *Mercenary Rule:* Dogs of War Paymaster (Hero).
- *Equipment*: Hand weapon, though she has access to a wide variety of armaments and armour. Instead of a mundane "pay chest," she carries the Sisterhood's sacred High Age artefacts into battle.

[4] During this campaign the *Amazon Serpent Priestess,* if a **Dogs of War** army contains 3+ Amazon units (counting herself), she may use these alternative slots:

- In 2000+ games, she consumes a **Lord** slot instead of Hero + Rare slots.
- In <2000 games, she consumes **x2 Hero** slots instead.

This represents that during the events of the campaign, the Amazons are not an exotic curiosity but an organized battle force, and allows the player to field more amazons. Remember asking your opponent first!

CORE UNITS

Amazon Eagle Warriors

- *Mercenary Rule:* Dogs of War Duellists (Core Unit).
- Equipment: Two hand weapons.

Amazon Piranha Warriors

- *Mercenary Rule:* Dogs of War Duellists (Core Unit).
- *Equipment*: Throwing knives and hand weapons.

SPECIAL UNITS

Amazon Serpent Warriors *(Totem Warriors)*

- *Mercenary Rule*: Special Unit.
- *Equipment*: Two hand weapons.
- *Source*: Unofficial rules by Andy Hoare

Amazon Jaguar Warriors

- *Mercenary Rule:* Dogs of War Norse Marauders (Special Unit).
- *Equipment*: Great weapons, light armour, and hand weapons.

0-1 Relic-Handmaidens:

- *Mercenary Rule:* 0-1 Paymaster's Bodyguard (Special Unit).
- *Equipment*: Halberds, light armour, and hand weapons. You can upgrade them to heavy armour for +1 point per model.

0-1 Pygmies

- *Mercenary Rule*: Dogs of War Halflings (Special Unit).
- *Equipment*: Bow and hand weapon.

RARE UNITS

Amazon Cold One Outriders *(Cold One Riders)*

- *Mercenary Rule*: Rare Unit.
- *Equipment*: Spear, hand weapon, animal hide shield, and Cold One mounts.
- *Source*: Unofficial rules by Andy Hoare

0-1 Anakonda's Amazons

- *Mercenary Rule*: Dogs of War Rare Unit (Regiment of Renown).
- *Equipment*: Blades of the Ancients and Skink hides (counts as light armour).
- *Differences with the original unit*: **NONE**.
- *Source*: WD#308-UK

Path to Victory: Reporting results

The Global Front: From Zürich to the World

This campaign is a collective effort to revisit a legendary piece of wargaming history. While the Karak Norn club in Zürich serves as the spark for this event, the true story is written by every player who takes to the field this summer. We aren't just playing in our isolated holds under the mountains; we are looking for the shared experience of the global Warhammer community.

Whether you are a seasoned veteran or a new recruit, every game counts toward the final outcome. The faction that secures the most support and the highest percentage of victories worldwide will be declared the Protagonist Faction: the primary force that will lead the final charge against the Lizardman hosts to decide the world's fate.

Phases of the Campaign

PROLOGUE AND TESTING

During the months of Spring, our veterans of Karak Norn Wargaming have been running an internal tournament to test the new rules. The results are in your hands

CALL TO ARMS

This document is the Call to Arms, where the battles are fought and the location of the Staff of Jade is decided. This competition starts in May until the end of **July**.

THE FINAL BATTLE

In **August** we will calculate the winner faction, and we shall set a cataclysmical battle between the victors and the Lizardmen hosts of Mazdamundi. We hope to offer an epic Campaign Scenario by the **end of Summer**!

Check the official page in the blog for the latest news!

Engagement Parameters

To keep the campaign inclusive while honoring the tactical depth of the game, we recommend:

ARMY SIZE

Battles between 500 and 10.000 points.

RULESETS

The supplement is built for Warhammer Fantasy 6th Edition. However, we value the spirit of play above all else. If you are using official rules, experimental lists, or your own club's house rules, your result is valid. We trust your judgment and your integrity. **EVEN T.O.W.**

The Global Scoreboard: How To Contribute

Players from all around the globe will play the campaign this summer. We will collect all the data from their encounters and calculate a Global Scoreboard.
Each contribution increases the score of the participants, and at the end the **Winner will be the protagonist** of the **Final Battle against the Lizardmen** of Mazdamundi.

OPTION I: BATTLE-REPORT FORM (Recommended)

The most efficient way to have your results processed is through our digital form.

[SUBMIT YOUR RESULTS![5]]
https://forms.gle/XR2wLdezZbvg8DUd7

OPTION II: DIRECT EMAIL DISPATCH

If you prefer to send photos or a narrative write-up, email us at karak.norn.wargaming@gmail.com. Please include the following details:

- **Subject**: [A Dark Conspiracy] Battle Report - [Location/Club]
- **Commanders**: Names and Factions for both Player 1 and Player 2.
- **Outcome**: Who won, and by what margin? (Massacre, Major, Minor, or Draw).
- **Campaign Items**: Did anyone use the "Stolen Artifacts" (Lizardman items)?
- **Army Lists**: Optional links to your NewRecruit lists (or any other format).

[5] https://forms.gle/XR2wLdezZbvg8DUd7

Building an army list: a NewRecruit Guide

To ensure your army lists are legally compliant with our "Conspiracy" tweaks, we have configured the **NewRecruit** tool. This digital ledger contains the specific 30th Anniversary logic, including the cross-faction magic items and Amazonian lists.

How to configure NewRecruit for WHFB 6th edition

One-click config (recommended)

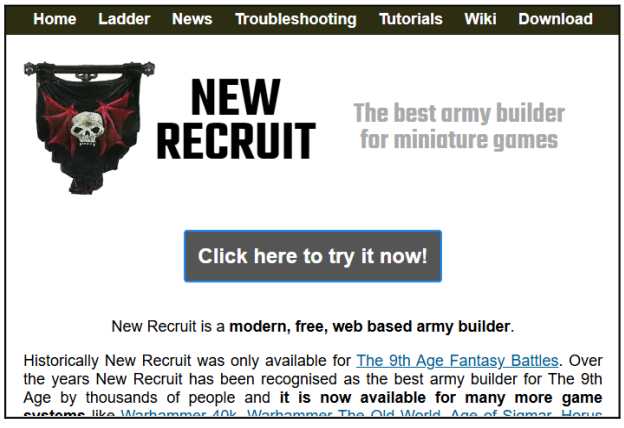
Scan this QR

or click here: https://www.newrecruit.eu/app/MySystems?addSystem=lexicanum-imperialis/Warhammer-Fantasy-Battles-6th-Definitive-edition&ref=main

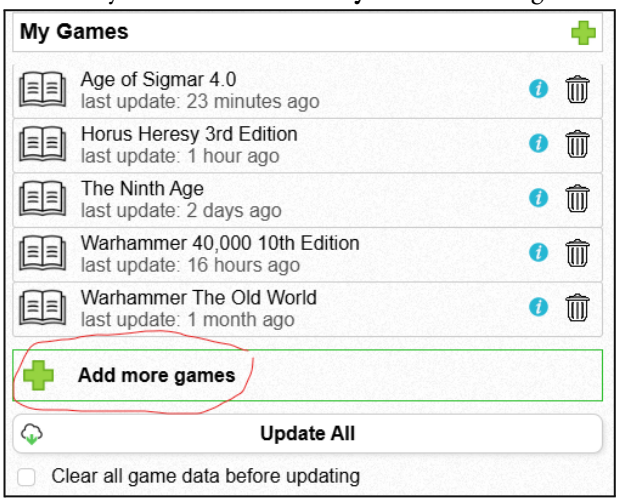
You are done!

Manual configuration

1. Copy this exact URL: https://github.com/lexicanum-imperialis/Warhammer-Fantasy-Battles-6th-Definitive-edition/
2. Open New Recruit



3. Go to your **Click here to try it now!** settings.



4. Click on **Add more games**.
5. At the bottom, search for Add from GitHub

6. Add the version **Latest Commit (Head)** if you want the hottest updates.
7. Alternatively, add the version **Latest Release** if you want the last stable version.

8. Now select the WHFB 6th Gamesystem and create your lists!

F.A.Q.

We have addressed some of the questions we already received... and more will come!

Q: We played 3 matches this weekend, may we submit all?

A: Yes! Each battle counts! But please, do not report the same battle twice.

Q: New Recruit is letting me equip a magic weapon from my army book AND a Lizardmen magic weapon from the Campaign list. Can I dual-wield magic weapons?

A: **Absolutely not**. Page 152 of the Rulebook still applies: you can only have one magic item per category. Because we had to code the current campaign items as a separate "Quarantine" group to protect the engine's core math, New Recruit's validation logic might miss the overlap. Think of the list-builder as a calculator, not your mother. It is your responsibility to verify that your character only holds one magic weapon, one magic armour, etc.

Q: In the Lahmian Clan list from the appendix, why are the Swains not able to select Relics of Lustria?

A: There is no printed rule in 6th Edition forbidding a Swain from selecting Lustrian Relics, assuming you are using both the Lahmian Appendix list (from the Vampire Counts army book) and our "Great Artifact Recovery" campaign setting simultaneously.

Lore-wise, it's highly unlikely that an ancient, manipulative Lahmian Vampiress would casually hand over a priceless Slann artifact to an enthralled mortal human—even a beloved one. She would keep the power for herself.

Code-wise, mixing unofficial Appendix armies with a custom campaign equipment toggle creates an absolute nightmare of overlapping logic in the New Recruit engine. If you want to field a Lahmian list with Swains and try to force the engine to give them Lizardmen items, do so at your own risk, but be prepared to calculate it by hand.

Q: We want to play Dark elves vs Chaos Dwarfs, but both are "*Agents of the Slann*". Is that allowed?

A: Yes! Check this section VI. The Fog of War: Internal Conflicts.

Q: May Bretonnia hire the Amazon Mercenaries?

A: No, Bretonnia does not have any legal list that allow them to field Dogs of War. However, they can use them as Allied Contingent, just like with any normal Dog of War army.

Q: Are the Lizardmen magic items balanced for all?

A: Are they balanced for the Lizardmen? YES. Is balanced a *Dragon Slayer* flying with the *Cloak of Feathers* or running through the field with the *Charm of the Jaguar Warrior*? Probably not. Mazdamundi knows that, that's the reason he is trying to recover these artifacts.

Consider that allowing these magic items in the campaign is an exception for making the experience unique. We are not touching the original costs or effects of these items, but we expect indeed to provide interesting and unexpected combinations. Instead of balance, these "new" items should provide a feeling of freshness in the strategies, and a better immersion in the campaign.

Q: Some Stolen Artifacts say "*Skink-only*", may my character use them?

A: Yes. The Skink-only is a Lizardmen rule. The other races using these stolen artifacts have no knowledge, nor respect for these laws. The Lizardmen however must follow the rules as stated in their army book

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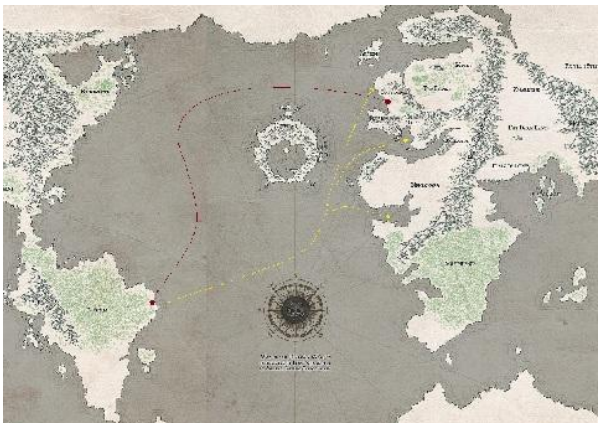

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